

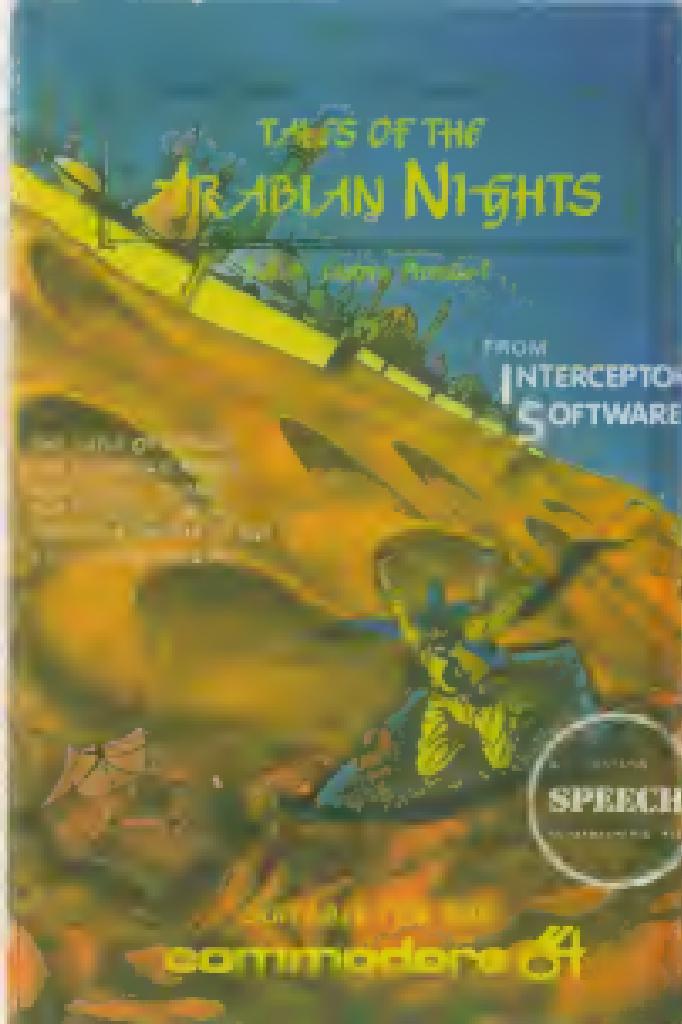
TALES OF THE ARABIAN NIGHTS

64

INTERCEPTOR
MICROS 64

PUBLISHED BY:-

INTERCEPTOR SOFTWARE
MERCURY HOUSE
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TALES OF THE ARABIAN NIGHTS

To operate this program you will require a JOYSTICK

LOADING

To load hold down SHIFT and press RUN / STOP. The program will automatically load and run. When the title page appears stop the tape deck.

CONTROLS use joystick in Port 2

On walking levels, fire to jump

On other levels, fire to cast a spell

RESTORE aborts the game in progress

Any key to PAUSE, any key to HIDE

OPTIONS on title page

F1 - music on/off

F2 - speech on/off

Press fire to start game

THE GAME

Guide Imregh the Kalender Prince through the perils of many Arabian nights. On certain nights, he must gather golden jewels engraved with letters in the correct order to spell out ARABIAN. At other times, he robes as a thief, evading capture through Arabia, casting spells of lightning at his foes. His quest for the princess Amina is long and difficult - many dangers lurk in the Arabian night.

On the INSIDE of the cassette insert is printed 'The Tale of the Kalender Prince'.

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THE TALE OF THE KALENDAR PRINCE

An expectant hush settled upon the tribesmen. Scheherazade, most famous story-teller of the Bedouin, stood in the moonlight between the palm trees, and began her tale. 'Long ago, in the city of Baghdad, there lived the Sultan Saladin. Convinced of the faithlessness of women, he swore to put to death each of his wives after the first night. In time his avaricious gaze fell upon beautiful Anitra, a princess of the Kalendar province. His soldiers came silently in the night, and by dawn they and their helpless captive were far away. The fate of the wives of Saladin was known throughout Arabia, and greatly was he loathed by the people of the land. But such was the awesome might of his armies, that no-one dared oppose him, even in thought. None that is, save Imrahil, eldest prince of Kalendar, who set out on the trail of his beloved sister with vengeance in his heart. His quest began aboard Sinbad's ship, sailing the Red Sea. Despite the many hazards of the long ocean voyage, Imrahil safely came ashore at the delta of the river Ahnii. Aboard a simple raft, he followed the river upstream until the waters swept him into a great cavern, deep in the bowels of the Earth. Here he fought with the bewitched genies of Al-Khemizd, too dreadful even to imagine. Escaping from the cavern, on a flying carpet stolen from the blind weaver Ahximhnsta, Imrahil fought his way through the skies, across the burning desert - to Baghdad! Dodging the guards at the city gates, Imrahil ran along the high walls to the gardens of the Sultan's Palace. He climbed swiftly up the tallest tree in the garden, and jumped through a window into the palace. He fought past the guards, and reached the battlements, where Anitra was being held by the Sultan! Swiftly they leapt together onto the carpet, and rose high above the towers of Baghdad.